**The MicroFlyte Joystick
for the Atari Computer
and Software Driver for
Flight Simulator II***

OPERATING INSTRUCTIONS

I. EQUIPMENT NEEDED

Atari Computer
TV or Monitor
Disk Drive
Flight Simulator II* AT-FS2 v. 1.Ø5

II. LOADING INSTRUCTIONS

A. Turn the computer off.

B. If you have an Atari 8ØØ series computer, make sure the Atari Basic cartridge is NOT in the computer. ·

C. Plug the MicroFlyte Joystick into Controller Port Number 1.

D. Turn on the disk drive.

E. When the busy light goes off, insert the MICROCUBE Driver Disk into the disk drive and close the door.

F. Turn on the computer and monitor.

G. When the busy light goes off the disk drive, pull out the MICROCUBE Joystick Driver Disk and insert the Flight Simulator II* disk.

H. **Press RETURN.**

I. Flight Simulator II will begin loading and after a minute or so, the menu screen will appear. Enter the program as usual by selecting Monitor Type and Flight Mode and wait for the window view to appear and instrument panel to settle down.

J. Center the elevator trim lever and press the RESET button on the MicroFlyte Joystick to calibrate the controls. Test the controls to assure proper operation before take off. NOTE: Any time the RESET button is pressed, the position of the joystick pots is entered into the computer as the centered position.

K. When first using the MicroFlyte Joystick, you may have a tendency to overcontrol. Learn to move the control stick gently and smoothly. Remember that it does not have to be tapped constantly as a regular joystick, and can be held at any position you desire for completely proportional control.

III. OTHER MODES OF CONTROL

The MicroFlyte Joystick Driver Software for other commercial programs will be made available from time to time. Look for the other flying programs first.

The Joystick can also be used for your own BASIC and machine language programs. The calls are as follows:

		Game Port Pin #
Left - Right Pot	Paddle A	9
Up - Down Pot	Paddle B	5

Reset	6
Throttle Up	1
Throttle Down	2
Flaps	4
Brake	3

A simple BASIC program example follows:

```
10 PRINT "Test of MicroFlyte Joystick"
20 REM A = LEFT/RIGHT POT; B = UP/DOWN POT
30 A = PEEK (624)
40 B = PEEK (625)
50 PRINT: PRINT: PRINT A: PRINT B
60 FOR I = 1 TO 100
70 NEXT I
80 PRINT CHR$ (125)
90 GO TO 30
```

Normally paddle (or pot) values returned are a progression from a value of 0 to 228. For paddle (A) to right increase value, for paddle (B), down or forward increases the value returned.

NOTES:

1. Lines 60 and 70 simply slow down the inputs to make it easier to read them.

2. Lines 30 and 40 may also be replaced by:

```
30 A = PADDLE(0)
40 B = PADDLE(1)
```

3. To test on game port #2, change the PADDLE arguments to PADDLE(2) and PADDLE(3)

4. When exiting the WWI game to the other normal flight modes, the FSII completely reboots the disk. To include the MicroFlyte joystick driver capability, our disk will also have to be rebooted.

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MICROCUBE CORPORATION
P.O. Box 488
LEESBURG, VA   22075